



MONTANA'S

BIG SKY

STATE GAMES



ESPORTS RULEBOOK



1. DEFINITIONS

- 1.1. Player: Any individual participant who is eligible to compete. Ages 12+
- 1.2. Match: A series of games played to determine a winner and loser.
- 1.3. Series - best of (X) games, where X is the maximum number of games that can be played, with X/2 rounded up to the nearest whole number is the number of games that must be won to be considered the winner.

2. PLAYER CONDUCT

- 2.1. Players may **NOT** attack any other player through any form of communication (including in-person) based on race, religion, ethnic origin, national origin, gender, disability, sexual orientation, or gender identity.
- 2.2. Any form of collusion (i.e. *a secretive agreement between players to allow one player to win*) is **strictly forbidden**.
- 2.3. Usernames
 - 2.3.1. Usernames may **NOT** explicitly or implicitly reference anything sexual, gang-related, drug-related, offensive, or anything slanderous to the Big Sky State Games.
 - 2.3.2. Players may not have any type of "barcode" username.
 - 2.3.2.1. This involves using a series of "I"s, "L"s, and "1"s to make a name look like a barcode.
- 2.4. No player may partake, either directly or indirectly, in betting or gambling based on the results of any of the Big Sky State Games matches.
- 2.5. BMing
 - 2.5.1. Doing things considered "bad mannered" will **not be tolerated**. This includes things such as:
 - 2.5.1.1. Teabagging
 - 2.5.1.2. Excessive taunting (SSBU)
 - 2.5.1.3. Excessive spamming of pre-made messages
 - 2.5.2. All Chat
 - 2.5.2.1. All chat (text and voice) is only to be used for the following:
 - 2.5.2.1.1. Anything related to match procedures
 - 2.5.2.1.2. All preloaded chats that are clean are allowed "gg" or "glhf"
 - 2.5.2.2. Any text that is considered BM will **not be tolerated**.



2.5.3. Punishments

- 2.5.3.1. 1st violation: warning
- 2.5.3.2. 2nd violation: tournament suspension
- 2.5.3.3. 3rd violation: banned for the rest of the calendar year
- 2.5.3.4. If a player has a repeat offense in the same season, they will be banned for the rest of the calendar year.
- 2.5.3.5. If a player is banned for two calendar years, they will be permanently banned from all Big Sky State Games competitions.

2.6. Reporting conduct violations:

- 2.6.1. If action has been taken due to your report, you will be notified.
- 2.6.2. Instructions for an appeal process will be sent to you if it has been determined that you violated the code of conduct.

2.7. **Misconduct Report**

- 2.7.1. Please contact {email} if there has been a violation of the Big Sky State Games code of conduct, which includes, but isn't limited to, the following:
 - 2.7.1.1. Players may NOT attack any other player through any form of communication (including in-person) based on race, religion, ethnic origin, national origin, gender, disability, sexual orientation, or gender identity.
 - 2.7.1.2. Usernames may NOT explicitly or implicitly reference anything sexual, gang-related, drug-related, offensive, or anything slanderous to the Big Sky State Games.

2.8. **Suspension Appeals**

- 2.8.1. If you have been suspended due to a violation of the Big Sky State Games please contact info@bigskygames.org.

3. **CHEATING**

3.1. Software

- 3.1.1. Third (3rd) party software that actively interacts directly with the game and its file system is **NOT** allowed.
- 3.1.2. Software created by peripheral manufactures (Razer Synapse, Logitech Gaming Software, ect) are not allowed.
 - 3.1.2.1. Players may not use any other software that modifies input and thus creates an unfair advantage.
- 3.1.3. Any questions about whether specific software may or may not be used can be directed to the league administration.



- 3.1.4. Big Sky State Games reserves the right to have the final say as to what software is or isn't allowed.
- 3.2. Hardware
 - 3.2.1. Modded keyboard, mice, and controllers that have hardware macros or turbo buttons are not allowed.
 - 3.2.2. First party controllers are allowed.
 - 3.2.3. Third party controllers that are approved by the console manufacturer are allowed.
- 3.3. Tampering with any tournament equipment (LAN events) is **strictly forbidden**. This includes:
 - 3.3.1. Changing default keyboard/mouse bindings on provided peripherals.
 - 3.3.2. Tampering with or changing Windows system files.
 - 3.3.3. Tampering with game files.
 - 3.3.4. Any sort of USB storage device is not allowed unless inspected and cleared by league administration.
 - 3.3.5. Intentionally destroying/damaging provided equipment.

4. MATCH PROCEDURE

- 4.1. Check in
 - 4.1.1. Players must check-in no later than fifteen (10) minutes before the official match time..
 - 4.1.2. Big Sky State Games will not allow scores of games to be reported unless **BOTH** players have checked in.
- 4.2. After each game, the winning player will need to report the results **BEFORE** the next game.
- 4.3. Players may take a break of up to five (5) minutes in between each game.
- 4.4. If the wrong scores are reported, as the winning **OR** losing player, the player will need to mark the match as disputed, and contact a tournament administrator immediately.
 - 4.4.1. If they do not do so within 10 minutes of the scheduled time, the match results will stand.
 - 4.4.2. This responsibility falls upon each player to ensure everything is reported correctly.
- 4.5. If a player believes another player is guilty of cheating or breaking the rules, the player making the accusation is to cease gameplay immediately and reach out to tournament administrators.



4.6. Game Restarts

- 4.6.1. A Game Restart is defined as the decision by the tournament Admins, at its sole discretion, to begin gameplay from a previous point in the Game. Situations in which the tournament admins may deem a Game Restart to be appropriate include but are not limited to:
 - 4.6.1.1. A critical malfunction of equipment, or
 - 4.6.1.2. The occurrence of a major bug
- 4.6.2. Games that have been interrupted to a point where the Tournament Admins have deemed continuation of gameplay to be untenable or a threat to the integrity of the match will be restarted.
- 4.6.3. Games in which a restart has been deemed warranted shall resume from a point determined by the Tournament Admins in their sole discretion.

5. ADMINISTRATION

- 5.1. Big Sky State Games reserves the right to change the rules on a case-by-case basis, if, to their best judgment, there is no malicious intent.
- 5.2. Big Sky State Games retains full discretion to penalize any infringement upon the rules listed herein. This includes:
 - 5.2.1. Match overturns
 - 5.2.2. Disqualifications
 - 5.2.3. Player suspension
 - 5.2.3.1. *Penalization will occur on a case-by-case basis, and any or all of these penalties may be issued.*
- 5.3. **Rules are subject to change.**